Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings, of the claims in the application:

1. (Currently Amended) A computer implemented method of providing a graphical display for a desktop application, comprising:

providing an application programming interface associated with a three-dimensional graphics card, the application programming interface to process at least two-dimensional scene graph commands;

generating at least one two-dimensional scene graph object command to create a respective at least one two-dimensional object;

receiving the at least one two-dimensional scene graph object command with the application programming interface;

generating two-dimensional scene graph data in accordance with the receiving the at least one two-dimensional scene graph object command, the two-dimensional scene graph data including the at least one two dimensional object;

~~generating scene graph data in conjunction with a central processing unit, the scene graph data including at least one two-dimensional object;~~

storing the two-dimensional scene graph data as part of a scene graph data group in a local memory disposed upon a three-dimensional graphics circuit module coupled to the central processing unit, wherein the three-dimensional graphics circuit module ~~has~~ includes a local processor coupled to the local memory;; ~~and wherein the three-dimensional graphics circuit module is adapted to generate the graphical display via the local processor;~~

generating a two-dimensional scene graph display command to render ~~, wherein the scene graph display command is associated with~~ the at least one two-dimensional object;

interpreting the two-dimensional scene graph display command with the three-dimensional graphics circuit module; and

~~displaying~~ rendering at least one two-dimensional image on the graphical display with the ~~three-dimensional graphics circuit module~~local processor in accordance with the interpreting, wherein the at least one two-dimensional image is ~~associated~~ derived from ~~with~~ the at least one two-dimensional object stored in the local memory.

2. (Currently Amended) The method of Claim 1, wherein the generating the two-dimensional scene graph display command includes:

receiving object data associated with a selected one of the at least one two-dimensional object; and

associating the object data with the selected one of the at least one two-dimensional object to provide the scene graph display command.

3. (Original) The method of Claim 2, wherein the object data is provided by a radar system and is associated with at least one of an aircraft and a geographic feature.

4. (Original) The method of Claim 1, wherein the at least one two-dimensional object represents an aircraft.

5. (Currently Amended) The method of Claim 1, wherein the generating the two-dimensional scene graph data includes generating the two-dimensional scene graph data including at least one of a first two-dimensional scene graph data portion representing a land geography, and a second two-dimensional scene graph data portion representing one or more aircraft.

6. (Currently Amended) The method of Claim 1, ~~wherein the generating the scene graph data includes generating the scene graph data associated with at least one two-dimensional object and with~~further comprising rendering at least one three-dimensional image on the computer screen ~~at~~ in accordance with at least one three-dimensional object stored in the local memory.

7. (Currently Amended) The method of Claim 1, wherein the two-dimensional scene graph data includes at least one text object, the at least one two-dimensional object includes at least one text character, and the at least one two-dimensional image includes at least one text character image.

8. (Currently Amended) A computer ~~program~~-readable storage medium having computer readable code thereon for providing a graphical display for a desktop application, the medium comprising:

instructions for providing an application programming interface associated with a three-dimensional graphics card, the application programming interface to process at least two-dimensional scene graph commands;

instructions for generating at least one two-dimensional scene graph object command to create a respective at least one two-dimensional object;

instructions for receiving the at least one two-dimensional scene graph object command with the application programming interface;

instructions for generating two-dimensional scene graph data in accordance with the receiving the at least one two-dimensional scene graph object command, the two-dimensional scene graph data including the at least one two dimensional object;

~~instructions for generating scene graph data in conjunction with a central processing unit, the scene graph data including at least one two-dimensional object;~~

instructions for storing the two-dimensional scene graph data as part of a scene graph data group in a local memory disposed upon a three-dimensional graphics circuit module coupled to the central processing unit, wherein the three-dimensional graphics circuit module has a local processor coupled to the local memory;~~ and wherein the three-dimensional graphics circuit module is adapted to generate the graphical display via the local processor;~~

instructions for generating a two-dimensional scene graph display command to render ~~associated with~~ the at least one two-dimensional object;

instructions for interpreting the two-dimensional scene graph display command with the three-dimensional graphics circuit module; and

instructions for ~~displaying~~ rendering at least one two-dimensional image on the graphical display with the ~~three-dimensional graphics circuit module~~local processor in accordance with the instructions for interpreting, wherein the at least one two-dimensional image is ~~associated with~~ derived from the at least one two-dimensional object stored in the local memory.

9. (Currently Amended) The computer-~~readable storage~~program medium Claim 8, wherein the instructions for generating a two-dimensional scene graph display command include:

instructions for receiving object data associated with a selected one of the at least one two-dimensional object; and

instructions for associating the object data with the selected one of the at least one two-dimensional object to provide the scene graph display command.

10. (Currently Amended) The computer-readable storage ~~program~~ medium Claim 9, wherein the object data is provided by a radar system and is associated with at least one of an aircraft and a geographic feature.

11. (Currently Amended) The computer-readable storage ~~program~~ medium Claim 8, wherein the at least one two-dimensional object represents an aircraft.

12. (Currently Amended) The computer-readable storage ~~program~~ medium Claim 8, wherein the instructions for generating the two-dimensional scene graph data include instructions for generating the two-dimensional scene graph data including at least one of a first two-dimensional scene graph data portion representing a land geography, and a second two-dimensional scene graph data portion representing one or more aircraft.

13. (Currently Amended) The computer-readable storage ~~program~~ medium Claim 8, ~~wherein the~~ further comprising instructions for rendering at least one three-dimensional image on the computer screen in accordance with ~~generating the scene graph data include instructions for~~

~~generating the scene graph data associated with at least one two-dimensional object and with at~~ least one three-dimensional object.

14. (Currently Amended) The computer-readable storage ~~program~~ medium Claim 8, wherein the two-dimensional scene graph data includes at least one text object, the at least one two-dimensional object includes at least one text character, and the at least one two-dimensional image includes at least one text character image.

15. (Currently Amended) A ~~computer implemented~~radar system for providing a graphical display ~~for a desktop application~~, comprising:

a radar for providing radar data representative of an aircraft, wherein the radar data includes a range, an elevation, and an azimuth position of the aircraft, and wherein the radar data includes a radar-data identifier that associates the radar data with the aircraft;

a display processor having a scene graph ~~display~~ command generator for generating a two-dimensional scene graph object command to create a respective two-dimensional object representative of the aircraft, and also for generating a two-dimensional scene graph display command ~~associated with~~to render ~~scene graph data including at least one~~ a two-dimensional image representative of the two-dimensional object, wherein the display processor includes an association processor to:

receive the radar data; and

associate the radar data with the two-dimensional object representative of the aircraft;

an application programming interface associated with a three-dimensional graphics card, the application programming interface to process at least two-dimensional scene graph commands; and

a three-dimensional graphics circuit module coupled to the display processor and to the application programming interface, wherein the three-dimensional graphics circuit module ~~has~~ includes a local memory disposed thereon and a local processor coupled to the local memory, ~~and wherein the three-dimensional graphics circuit module is adapted to generate the graphical~~

~~display via the local processor,~~ wherein the three-dimensional graphics circuit module ~~is adapted to store~~ stores the two-dimensional scene graph data as part of a scene graph data group in the local memory, ~~and~~ wherein the three-dimensional graphics circuit module ~~is adapted to interpret~~ interprets the two-dimensional scene graph display command, wherein the three-dimensional graphics circuit module generates the graphical display via the local processor in response to the generation of the two-dimensional scene graph display command, resulting in a display of at least one two-dimensional image on the graphical display, wherein the at least one two-dimensional image is ~~associated with~~derived from the at least one two-dimensional object stored in the local memory.

16. (Canceled)

17. (Currently Amended) The system of Claim 16, wherein the ~~object~~ radar data ~~is provided by a radar system and~~ is also associated with ~~at least one of an aircraft and a geometric~~ geographic feature.

18. (Cancelled)

19. (Currently Amended) The system of Claim 15, wherein the scene graph command generator is also for generating a three-dimensional scene graph object command to create a respective three-dimensional object ~~scene graph data includes at least one two-dimensional object and at least one three-dimensional object~~.

20. (Currently Amended) The system of Claim 15, wherein the two-dimensional scene graph data includes at least one text object, the at least one two-dimensional object includes at least one text character, and the at least one two-dimensional image includes at least one text character image.

21. (Canceled)

22. (Canceled)

23. (Canceled)

24. (Previously Presented) The method of Claim 1, wherein the three-dimensional graphics circuit module is a three-dimensional graphics circuit card.

25. (Currently Amended) The method of Claim 1, wherein the three-dimensional graphics circuit module is ~~adapted to generate~~ generates the entire graphical display via the local processor.

26. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics circuit module is a three-dimensional graphics circuit card.

27. (Currently Amended) The method of Claim 8, wherein the three-dimensional graphics circuit module ~~is adapted to generate~~ generates the entire graphical display via the local processor.

28. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics circuit module is a three-dimensional graphics circuit card.

29. (Currently Amended) The method of Claim 15, wherein the three-dimensional graphics circuit module is ~~adapted to generate~~generates the entire graphical display via the local processor.